

Deutschland vs. USA Sparring Q2/23 Listen

Dominik dC#0075

Army name: Admech AoO
Factions used: Imperium - Adeptus Mechanicus
Command Points: 6-1-1-1-1-1=1
Total cost: 2000 pts, 111 PL
Reinforcement Points: none pts

Number of Units: 18
Assassination: 10 points
Bring it Down: 8 points
No Prisoners: 14 points (total wounds: 126)
Abhor the Witch: 0 points
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== Forge World: Lucius Arks of Omen == 0 CP, 2000 pts, 111 PL

HQ1: Skitarii Marshal: Relic: Exemplar's Eternity, Stratagem: Archeotech Specialist (Archeotech Specialist), Stratagem: Warlord Trait, Warlord, Warlord Trait (Codex 3): Programmed Retreat [50 pts, 3 PL, -2 CP]

HQ2: Tech-Priest Manipulus: Artisans, Magnarail lance, Relic: Raiment of the Technomartyr, Stratagem: Archeotech Specialist (Archeotech Specialist), Stratagem: Mechanicus Locum, Warlord Trait (Lucius): Luminescent Blessings [105 pts, 5 PL, -2 CP]

HQ3: Tech-Priest Manipulus: Logi, Magnarail lance, Relic (Lucius): The Solar Flare, Stratagem: Relic [110 pts, 6 PL, -1 CP]

TR1: Skitarii Rangers: Enhanced Data-Tether, Omnisplex, Ranger Alpha (Galvanic Rifle), 19xSkitarii Ranger [190 pts, 12 PL]

TR2: Skitarii Rangers: Enhanced Data-Tether, Omnisplex, Ranger Alpha (Galvanic Rifle), 19xSkitarii Ranger [190 pts, 12 PL]

TR3: Skitarii Vanguard: Enhanced Data-Tether, Omnisplex, 19xSkitarii Vanguard, Vanguard Alpha (Radium Carbine) [190 pts, 12 PL]

TR4: Skitarii Vanguard: 4xSkitarii Vanguard, Vanguard Alpha (Radium Carbine) [45 pts, 3 PL]

TR5: Skitarii Vanguard: 4xSkitarii Vanguard, Vanguard Alpha (Radium Carbine) [45 pts, 3 PL]

EL1: Sicarian Infiltrators: Infiltrator Princeps (Flechette/Taser), 4xSicarian Infiltrator (Flechette/Taser) [85 pts, 4 PL]

EL2: Sicarian Ruststalkers: Ruststalker Princeps (Blades), 4xSicarian Ruststalker (Blades) [80 pts, 4 PL]

EL3: Sicarian Ruststalkers: Ruststalker Princeps (Blades), 6xSicarian Ruststalker (Blades) [112 pts, 8 PL]

FA1: Ironstrider Ballistarii: 2xIronstrider Ballistarius (Twin Cognis Lascannon) [170 pts, 8 PL]

FA2: Ironstrider Ballistarii: 2xIronstrider Ballistarius (Twin Cognis Lascannon) [170 pts, 8 PL]

FA3: Ironstrider Ballistarii: 2xIronstrider Ballistarius (Twin Cognis Lascannon) [170 pts, 8 PL]

FA4: Pteraxii Sterylizors: 4xPteraxii Sterylizor, Pteraxii Sterylizor Alpha [95 pts, 4 PL]

FA5: Serberys Raiders: 2xSerberys Raider, Serberys Raider Alpha [54 pts, 3 PL]

FA6: Serberys Raiders: 2xSerberys Raider, Serberys Raider Alpha [54 pts, 3 PL]

DT1: Skorpilus Dunerider [85 pts, 5 PL]

JannekL#7768

Army name: FoFUSA
Factions used: T'au Empire
Command Points: 6-1-1-1-1=2
Total cost: 1997 pts, 108 PL
Reinforcement Points: none pts

Number of Units: 19
Assassination: 10 points
Bring it Down: 16 points (15 max)
No Prisoners: 7 points (total wounds: 62)
Abhor the Witch: 0 points

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== Farsight Enclaves Arks of Omen == 0 CP, 1997 pts, 108 PL

No Force Org Slot:

- (4) Kroot Hounds: 4xKroot Hound [24 pts, 1 PL]

HQ1: (1) Cadre Fireblade: 5. Exemplar of the Kauyon, Stratagem: Promising Pupil [50 pts, 3 PL, -1 CP]

HQ2: (3) Commander in Coldstar Battlesuit: (Farsight Enclaves): Master of the Killing Blow, Airbursting Fragmentation Projector, Dominator Fragmentation Launcher, High-output Burst Cannon, 2xMarker Drone, Plasma Rifle, Stratagem: Warlord Trait, T'au Flamer, Target Lock, Warlord [205 pts, 10 PL, -1 CP]

HQ3: (3) Commander in Enforcer Battlesuit: 1. Precision of the Hunter, 3xCyclic Ion Blaster, Marker Drone, Shield Drone, Stratagem: Emergency Dispensation, Stratagem: Promising Pupil, T'au Flamer, The Be'gel Hunter's Plate, Thermoneutronic Projector [235 pts, 10 PL, -2 CP]

TR1: (10) Breacher Team: 9xBreacher Fire Warrior, Breacher Fire Warrior Shas'ui [85 pts, 5 PL]

TR2: (10) Breacher Team: 9xBreacher Fire Warrior, Breacher Fire Warrior Shas'ui [85 pts, 5 PL]

TR3: (10) Breacher Team: 9xBreacher Fire Warrior, Breacher Fire Warrior Shas'ui [85 pts, 5 PL]

TR4: (10) Kroot Carnivores: 10xKroot [70 pts, 3 PL]

EL1: (3) Ghostkeel Battlesuit: Cyclic Ion Raker, Drone Controller, Early Warning Override, 2xStealth Drone, 2xT'au Flamer [160 pts, 9 PL]

EL2: (6) Stealth Battlesuits: 2xMarker Drone, 3xStealth Shas'ui w/ Burst Cannon, Stealth Shas'vre (Burst Cannon) [120 pts, 9 PL]

FA1: (4) Kroot Hounds: 4xKroot Hound [24 pts, 1 PL]

FA2: (4) Kroot Hounds: 4xKroot Hound [24 pts, 1 PL]

FA3: (2) Tetras: 2xTetra Scout Speeder [80 pts, 4 PL]

HS1: (1) Hammerhead Gunship: 2xAccelerator Burst Cannon, Railgun [155 pts, 8 PL]
HS2: (1) Hammerhead Gunship: 2xAccelerator Burst Cannon, Railgun [155 pts, 8 PL]
HS3: (1) Hammerhead Gunship: 2xAccelerator Burst Cannon, Railgun [155 pts, 8 PL]

DT1: (1) Devilfish: 2xGun Drones [95 pts, 6 PL]
DT2: (1) Devilfish: 2xGun Drones [95 pts, 6 PL]
DT3: (1) Devilfish: 2xGun Drones [95 pts, 6 PL]

FloJo#9540

Army name: DESOLATION OF URANUS

Factions used: Imperium – Adeptus Astartes – Iron Hands

Command Points: 6-1-1-1-1=1

Total cost: 2000 pts, 127 PL

Reinforcement Points: none pts

Number of Units: 19

Assassination: 10 points

Bring it Down: 4 points

No Prisoners: 13 points (total wounds: 117)

Abhor the Witch: 0 points

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== Iron Hands Successor (Custom Chapter, Master Artisans, Whirlwind of Rage) Arks of Omen == 0 CP, 2000 pts, 127 PL

HQ1: Lieutenant in Reiver Armour: 2. Lord of Deceit, Stratagem: Hero of the Chapter [65 pts, 4 PL, -1 CP]

HQ2: Primaris Techmarine, Warlord, Warlord Trait: Target Protocols [70 pts, 4 PL, -1 CP]

TR1: Infiltrator Squad: Helix gauntlet, 4xInfiltrator, Infiltrator Sergeant [100 pts, 6 PL]

TR2: Infiltrator Squad: Helix gauntlet, 4xInfiltrator, Infiltrator Sergeant [100 pts, 6 PL]

EL1: Relic Contemptor Dreadnought: Cyclone missile launcher, Merciless Logic, Stratagem: March of the Ancients, 2xTwin volkite culverin, Stratagem: Hero of the Chapter [195 pts, 8 PL, -3 CP]

EL2: Scout Squad: 5xCamo cloak, Scout Sergeant (Combi-melta, Thunder hammer), Scout w/Heavy weapon (Missile launcher), 3xScout w/Scout sniper rifle [60 pts, 4 PL]

EL3: Vanguard Veteran Squad: Jump Pack, 4xVanguard Veteran (Grav-pistol, Power sword), Vanguard Veteran Sergeant (Grav-pistol, Relic blade) [115 pts, 7 PL]

EL4: Vanguard Veteran Squad: Jump Pack, 4xVanguard Veteran (Grav-pistol, Power sword), Vanguard Veteran Sergeant (Grav-pistol, Relic blade) [115 pts, 7 PL]

FA1: Assault Squad: Jump Pack, Space Marine (Astartes Chainsword), Space Marine Sergeant (Combat shield, Plasma Pistol, Thunder hammer), Space Marine w/Eviscerator (Bolt pistol), 2xSpace Marine w/Special Weapon (Plasma Pistol & Chainsword (Astartes Chainsword, Plasma pistol)) [90 pts, 6 PL]

FA2: Land Speeders: Land Speeder (Multi-melta) [60 pts, 3 PL]

FA3: Suppressor Squad: 2xSuppressor, Suppressor Sergeant [90 pts, 5 PL]

HS1: Desolation Squad: 4xDesolation Marine (Bolt pistol, Castellan Launcher), Desolation Sgt (Bolt pistol, Castellan Launcher, Replace Superfrak/krak with Vengor & Targeter Optics (Targeter Optics, Vengor Launcher)), Superkrak Rocket Launcher [185 pts, 16 PL]

HS2: Desolation Squad: 4xDesolation Marine (Bolt pistol, Castellan Launcher), Desolation Sgt (Bolt pistol, Castellan Launcher, Replace Superfrak/krak with Vengor & Targeter Optics (Targeter Optics, Vengor Launcher)), Superkrak Rocket Launcher [185 pts, 16 PL]

HS3: Devastator Squad: Armorium Cherub, Devastator Marine Sergeant (Combi-melta, Thunder hammer), 3xDevastator Marine w/Heavy Weapon (Grav-cannon), Devastator Marine w/Heavy Weapon (Multi-melta) [125 pts, 8 PL]

HS4: Devastator Squad: Armorium Cherub, Devastator Marine Sergeant (Combi-melta, Thunder hammer), 3xDevastator Marine w/Heavy Weapon (Grav-cannon), Devastator Marine w/Heavy Weapon (Multi-melta) [125 pts, 8 PL]

HS5: Devastator Squad: Armorium Cherub, Devastator Marine Sergeant (Combi-melta, Thunder hammer), 3xDevastator Marine w/Heavy Weapon (Grav-cannon), Devastator Marine w/Heavy Weapon (Multi-melta) [125 pts, 8 PL]

HS6: Eliminator Squad: Bolt sniper rifle, Eliminator Sergeant (Instigator Bolt Carbine), 2xEliminators [75 pts, 4 PL]

DT1: Drop Pod: Storm bolter [70 pts, 4 PL]

DT2: Land Speeder Storm [50 pts, 3 PL]

WolfVonMibu#4162

Army name: AoO Black Legion Bots

Factions used: Chaos - Chaos Space Marines

Command Points: 6-1-1-1-1-1=1

Total cost: 2000 pts, 99 PL

Reinforcement Points: none pts

Number of Units: 14

Assassination: 13 points

Bring it Down: 7 points

No Prisoners: 6 points (total wounds: 58)

Abhor the Witch: 6 points

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== Black Legion Arks of Omen == 0 CP, 2000 pts, 99 PL

HQ1: Abaddon the Despoiler: 3. Merciless Overseer, 5. Eternal Vendetta, 6. Paragon of Hatred, Stratagem: Warlord Trait, Warlord [350 pts, 15 PL, -1 CP]

HQ2: Dark Apostle: Cloak of Conquest, Dark Apostle, 2xDark Disciple, Illusory Supplication, Mark of Slaanesh, Stratagem: Relic [115 pts, 6 PL, -1 CP]

HQ3: Master of Possession: Gifts of Chaos, Liber Hereticus, Mark of Slaanesh, Mutated Invigoration, Pact of Flesh, Smite [125 pts, 7 PL, -1 CP]

HQ4: Sorcerer in Terminator Armour: Chaos Familiar, Chaos Undivided, Combi-bolter, Diabolic Strength, Force sword, Gifts of Chaos, Smite, Veilbreaker Plate, Warptime [110 pts, 6 PL, -1 CP]

TR1: Cultists Mob: 7xChaos Cultist w/ cultist firearm (Cultist firearm), Chaos Cultist w/ cultist grenade launcher (Cultist grenade launcher), Chaos Cultist w/ flamer (Flamer), Cultist Champion (Autopistol and brutal assault weapon (Autopistol, Brutal assault weapon)) [50 pts, 2 PL]

EL1: Chaos Terminator Squad: 6xChaos Terminator (Accursed weapon, Combi-bolter), Chaos Terminator (Chainfist, Combi-melta), 2xChaos Terminator (Combi-melta, Power fist), Mark of Slaanesh, Terminator Champion (Black Rune of Damnation, Chainfist, Combi-melta, Trophies of the Long War) [420 pts, 19 PL, -1 CP]

EL2: Decimator: 2xSoulburner petard [180 pts, 9 PL]

EL3: Decimator: 2xSoulburner petard [180 pts, 9 PL]

EL4: Helbrute: Chaos Undivided, Heavy flamer, Helbrute fist, Multi-melta [105 pts, 6 PL]

EL5: Helbrute: Chaos Undivided, Heavy flamer, Helbrute fist, Multi-melta [105 pts, 6 PL]

EL6: Helbrute: Chaos Undivided, Heavy flamer, Helbrute fist, Multi-melta [105 pts, 6 PL]

FA1: Chaos Spawn: Chaos Spawn [25 pts, 1 PL]

FA2: Chaos Spawn: Chaos Spawn [25 pts, 1 PL]

FA3: Raptors: Chaos Undivided, 4xRaptor, Raptor Champion (Astartes chainsword, Bolt pistol) [105 pts, 6 PL]

Fred Otto#8667

Army name: Astra OMEN Scrim vs USA
Factions used: Imperium - Astra Militarum
Command Points: 6-1-1-1-1-1=1
Total cost: 2000 pts, 114 PL
Reinforcement Points: none pts

Number of Units: 18
Assassination: 16 points
Bring it Down: 15 points
No Prisoners: 6 points (total wounds: 58)
Abhor the Witch: 3 points

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== Born Soldiers Arks of Omen == 0 CP, 1740 pts, 96 PL

HQ1: Cadian Command Squad: Astropath (3. Psychic Barrier, Telepathica Stave), Cadian Commander (Bolt pistol, Commanding Authority, Power sword), Cadian Veterans (Cadian Veteran w/ Master-Vox (Laspistol, Master Vox), Cadian Veteran w/ Medi-pack (Lasgun, Medi-pack), Cadian Veteran w/ Regimental Standard (Lasgun and Regimental Standard (Lasgun, Regimental Standard)), Cadian Veteran w/ chainsword (Bolt pistol, Plasma gun)), Commanding Authority, Ogryn Bodyguard (Brute Shield, Bullgryn Maul) [170 pts, 9 PL]
HQ2: Death Korps Marshal: Commanding Authority, Laspistol, Power sword, Stratagem: Officer Cadre, WT: Superior Tactical Training (Prefectus Orders) [35 pts, 2 PL, -1 CP]
HQ3: Lord Solar Leontus: Commanding Authority, Warlord [170 pts, 9 PL]
HQ4: Tank Commander: 2 Militarum Plasma Cannons (2xMilitarum Plasma Cannon), Armoured Tracks, Commanding Authority, Lascannon, Leman Russ Battle Cannon, Meticulous Calibrator, Relic: Gatekeeper, Stratagem: Imperial Commander's Armoury [210 pts, 11 PL, -1 CP]

EL1: Kasrkin: Kasrkin Sargeant (Chainsword, Hot-shot Laspistol, Relic: The Barbican's Key, Stratagem: Battlefield Bequest), 5xKasrkin w/ Hot-shot Lasgun (Hot-shot Lasgun), Kasrkin w/ Hot-shot Marksman Rifle (Hot-shot Marksman Rifle), 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster), Veteran Guerrillas [100 pts, 5 PL, -1 CP]

EL2: Kasrkin: Kasrkin Sargeant (Chainsword, Hot-shot Laspistol), 7xKasrkin w/ Hot-shot Lasgun (Hot-shot Lasgun), Kasrkin w/ Hot-shot Marksman Rifle (Hot-shot Marksman Rifle), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster), Recon Operators [100 pts, 5 PL]

EL3: Kasrkin: Kasrkin Sargeant (Chainsword, Hot-shot Laspistol), 3xKasrkin w/ Hot-shot Lasgun (Hot-shot Lasgun), Kasrkin w/ Hot-shot Marksman Rifle (Hot-shot Marksman Rifle), 2xKasrkin w/ Special Weapon (Hot-shot Volley Gun), 2xKasrkin w/ Special Weapon (Plasma gun), Kasrkin w/ Vox-caster (Hot-shot Lasgun, Vox-Caster), Mechanised Infantry [100 pts, 5 PL]

FA1: Armoured Sentinels: 3xArmoured Sentinel (Militarum Plasma Cannon, Sentinel Chainsaw) [150 pts, 9 PL]

FA2: Armoured Sentinels: 3xArmoured Sentinel (Militarum Plasma Cannon, Sentinel Chainsaw) [150 pts, 9 PL]

FA3: Scout Sentinels: 3xScout Sentinel (Hunter-killer missile, Militarum Plasma Cannon, Sentinel Chainsaw) [150 pts, 9 PL]

HS1: Heavy Weapons Squad: 3xHeavy Weapon Team (Mortar) [55 pts, 3 PL]

HS2: Heavy Weapons Squad: 3xHeavy Weapon Team (Mortar) [55 pts, 3 PL]

HS3: Heavy Weapons Squad: 3xHeavy Weapon Team (Mortar) [55 pts, 3 PL]

HS4: Lemman Russ Battle Tanks: Lemman Russ Battle Tank (Executioner Plasma Cannon, Lascannon, Stat Damage (Lemman Russ)) [155 pts, 9 PL]

DT1: Chimera: Chimera Heavy Flamer, Heavy Flamer (Heavy flamer) [85 pts, 5 PL]

== Patrol Detachment == 0 CP, 260 pts, 18 PL

HQ1: Militarum Tempestus Command Squad: Commanding Authority, Ogryn Bodyguard (Ripper Gun, Slabshield), Relic: Finial of the Nemrodesh 1st, Stratagem: Imperial Commander's Armoury, Stratagem: Officer Cadre, Tempestor Prime (Bolt pistol), Tempestus Scion (Hot-shot Volley Gun), Tempestus Scion (Plasma gun), Tempestus Scion w/ Master-Vox (Hot-shot Laspistol, Master Vox), Tempestus Scion w/ Medi-pack & Regimental Standard (Hot-Shot Lasgun, Hot-shot Laspistol, Medi-pack, Regimental Standard), WT: Master Tactician [150 pts, 8 PL, -2 CP]

TR1: Tempestus Scions: Tempestor (Plasma pistol, Power sword), Tempestus Scion (Hot-shot Lasgun), Tempestus Scion w/ Special Weapon (Plasma gun), Tempestus Scion w/ Special Weapon (Hot-shot Volley Gun), Tempestus Scion w/ Vox-caster [55 pts, 5 PL]

TR2: Tempestus Scions: Tempestor (Plasma pistol, Power sword), Tempestus Scion (Hot-shot Lasgun), Tempestus Scion w/ Special Weapon (Plasma gun), Tempestus Scion w/ Special Weapon (Hot-shot Volley Gun), Tempestus Scion w/ Vox-caster [55 pts, 5 PL]

Valentin / Blitzgulasch [BCK]#0849

Army name: Eldar - AoO - Ynnari 6.0

Factions used: Aeldari - Craftworlds, Aeldari - Harlequins

Command Points: 6-1-1=4

Total cost: 2000 pts, 99 PL

Reinforcement Points: none pts

Number of Units: 18

Assassination: 16 points

Bring it Down: 9 points

No Prisoners: 7 points (total wounds: 64)

Abhor the Witch: 12 points

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== Elites Arks of Omen == 0 CP, 1280 pts, 65 PL

HQ1: Spiritseer: 5. Quicken/Restrain, Warlord [75 pts, 4 PL]

HQ2: The Yncarne: 1. Gaze of Ynnead (Witchfire), 2. Storm of Whispers (Witchfire), 3. Word of the Phoenix (Blessing), 4. Unbind Souls (Malediction), 5. Shield of Ynnead (Blessing), 6. Ancestors' Grace (Blessing), Swirling Soul Energy, Vilith-zhar, the Sword of Souls [260 pts, 13 PL]

TR1: Rangers: 5xRanger [65 pts, 4 PL]

EL1: Howling Banshees: 4xHowling Banshee, Howling Banshee Exarch (Mirrorswords, Piercing Strikes) [110 pts, 5 PL]

EL2: Howling Banshees: 4xHowling Banshee, Howling Banshee Exarch (Mirrorswords, Nerve-shredding Shriek) [105 pts, 5 PL]

EL3: Striking Scorpions: 4xStriking Scorpion, Striking Scorpion Exarch (Biting Blade, Crushing Blows) [110 pts, 5 PL]

EL4: Warlock Skyrunners: 4. Protect/Jinx, Smite, Stratagem: Treasures of the Aeldari, Sunstorm (Treasures of the Aeldari Relic), Warlock Skyrunner (Witchblade) [65 pts, 3 PL, -1 CP]

FA1: Reavers: 3 - Hypex (Combat Drug), Arena Champion (Splinter Rifle), 2xReaver [60 pts, 3 PL]

FA2: Shroud Runners: 3xShroud Runner [90 pts, 5 PL]

HS1: Falcon: Scatter Laser, Twin Shuriken Catapult [145 pts, 9 PL]

HS2: Support Weapons: 3xSupport Weapon w/ D-Cannon [195 pts, 9 PL]

== Twilight: Twilight Falls Patrol Detachment == 0 CP, 720 pts, 34 PL

HQ1: Shadowseer: 2. Fog of Dreams (Blessing), 3. Mirror of Minds (Witchfire), Shuriken Pistol, Smite [100 pts, 5 PL]

TR1: Troupe: Lead Player (Harlequin's Blade, Shuriken Pistol), Player (Harlequin's Embrace, Shuriken Pistol), Player (Harlequin's Kiss, Shuriken Pistol), 2xPlayer (Harlequin's Blade, Shuriken Pistol) [75 pts, 4 PL]

TR2: Troupe: Lead Player (Harlequin's Blade, Shuriken Pistol), Player (Harlequin's Embrace, Shuriken Pistol), Player (Harlequin's Kiss, Shuriken Pistol), 2xPlayer (Harlequin's Blade, Shuriken Pistol) [75 pts, 4 PL]

TR3: Troupe: Lead Player (Harlequin's Blade, Shuriken Pistol), 2xPlayer (Harlequin's Caress, Shuriken Pistol), 2xPlayer (Harlequin's Embrace, Shuriken Pistol), 4xPlayer (Harlequin's Kiss, Shuriken Pistol), Player (Harlequin's Blade, Shuriken Pistol) [170 pts, 9 PL]

EL1: Death Jester: 1: Favour of Cegorach, Harvester of Torment, Stratagem: Champion of the Aeldari [110 pts, 4 PL, -1 CP]

DT1: Starweaver [95 pts, 4 PL]

DT2: Starweaver [95 pts, 4 PL]

RamsesII[Kings of the Hill]#8675

Army name: USA Scrim Custodes Adrian
Factions used: Imperium - Adeptus Custodes
Command Points: 6-1-1=4
Total cost: 2000 pts, 102 PL
Reinforcement Points: none pts

Number of Units: 9
Assassination: 7 points
Bring it Down: 0 points
No Prisoners: 12 points (total wounds: 107)
Abhor the Witch: 0 points

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== Adeptus Custodes (Solar Watch) Arks of Omen == 0 CP, 2000 pts, 102 PL

Agent of the Imperium:

- Voidsmen-at-Arms: 3xVoidsmen, Voidsmen (Rotor Cannon) (Laspistol, Rotor Cannon),
Voidsmaster (Artificer Shotgun, Laspistol) [40 pts, 2 PL]

HQ1: Shield-Captain on Dawneagle Jetbike: (Solar Watch): Sally Forth, Castellan's Mark,
Hurricane Bolter, Misericordia, Stratagem: Relic, Stratagem: Warlord Trait, Tip of the Spear,
Warlord [175 pts, 10 PL, -2 CP]

EL1: Allarus Custodians: Allarus w/ Guardian Spear & Misericordia [60 pts, 3 PL]
EL2: Allarus Custodians: Allarus w/ Guardian Spear & Misericordia [60 pts, 3 PL]
EL3: Allarus Custodians: Allarus w/ Guardian Spear & Misericordia [60 pts, 3 PL]
EL4: Custodian Wardens: 10xWarden w/ Guardian Spear & Misericordia [500 pts, 25 PL]
EL5: Custodian Wardens: 10xWarden w/ Guardian Spear & Misericordia [500 pts, 25 PL]
EL6: Custodian Wardens: 10xWarden w/ Guardian Spear & Misericordia [500 pts, 25 PL]
EL7: Vexilus Praetor: Guardian Spear, Misericordia, Vexilla Imperius [105 pts, 6 PL]

John#5984

Army name: Slaaneshii
Factions used: Chaos - Daemons
Command Points: 6-1-1=4
Total cost: 1995 pts, 106 PL
Reinforcement Points: none pts

Number of Units: 17
Assassination: 13 points
Bring it Down: 3 points
No Prisoners: 17 points (total wounds: 154)
Abhor the Witch: 6 points

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== Slaanesh Arks of Omen == 0 CP, 1995 pts, 106 PL

HQ1: Infernal Enrapturess [80 pts, 4 PL]
HQ2: Infernal Enrapturess [80 pts, 4 PL]
HQ3: Tormentbringer on Seeker Chariot: Delightful Agonies, Stratagem: Warlord Trait, Warlord, Warp Mists [100 pts, 5 PL, -1 CP]
HQ4: Tormentbringer on Seeker Chariot: Hysterical Frenzy, Stratagem: Relic, The Slothful Claws [100 pts, 5 PL, -1 CP]

TR1: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]
TR2: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]
TR3: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]
TR4: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]
TR5: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]
TR6: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]
TR7: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]
TR8: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]
TR9: Daemonettes: Daemonic icon, Instrument of Chaos [120 pts, 6 PL]

EL1: Fiends: Blissbringer (Barbed tail), 5xFiend (Barbed tail) [180 pts, 10 PL]
EL2: Fiends: Blissbringer (Barbed tail), 4xFiend (Barbed tail) [150 pts, 10 PL]
EL3: Fiends: Blissbringer (Barbed tail), 4xFiend (Barbed tail) [150 pts, 10 PL]

FA1: Hellflayer [75 pts, 4 PL]